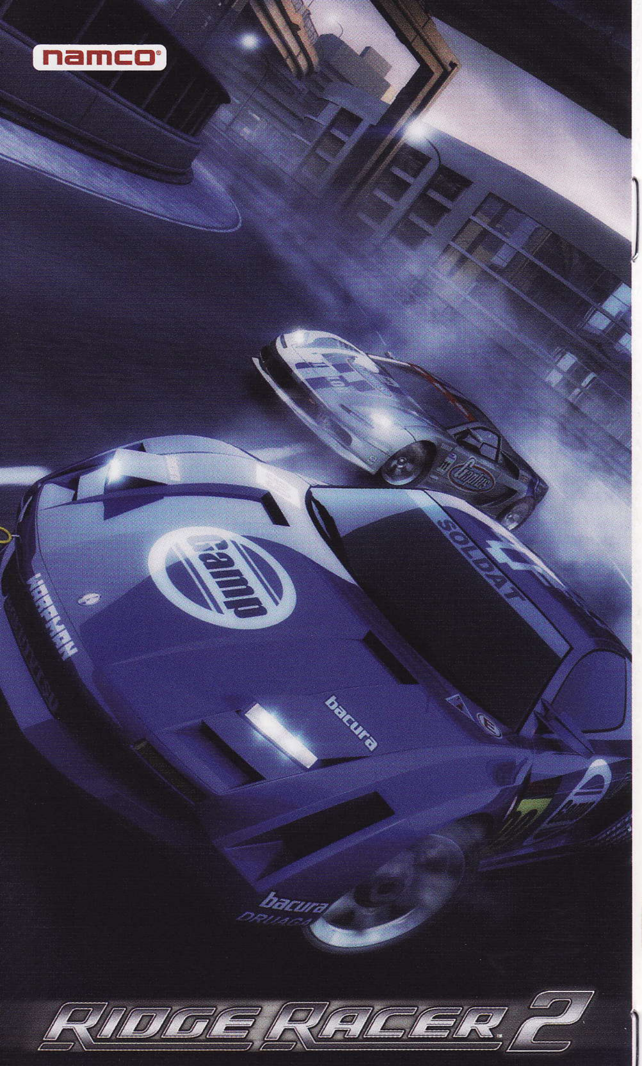

COMING SOON

ridgeracerpsp.com

UCES-00356

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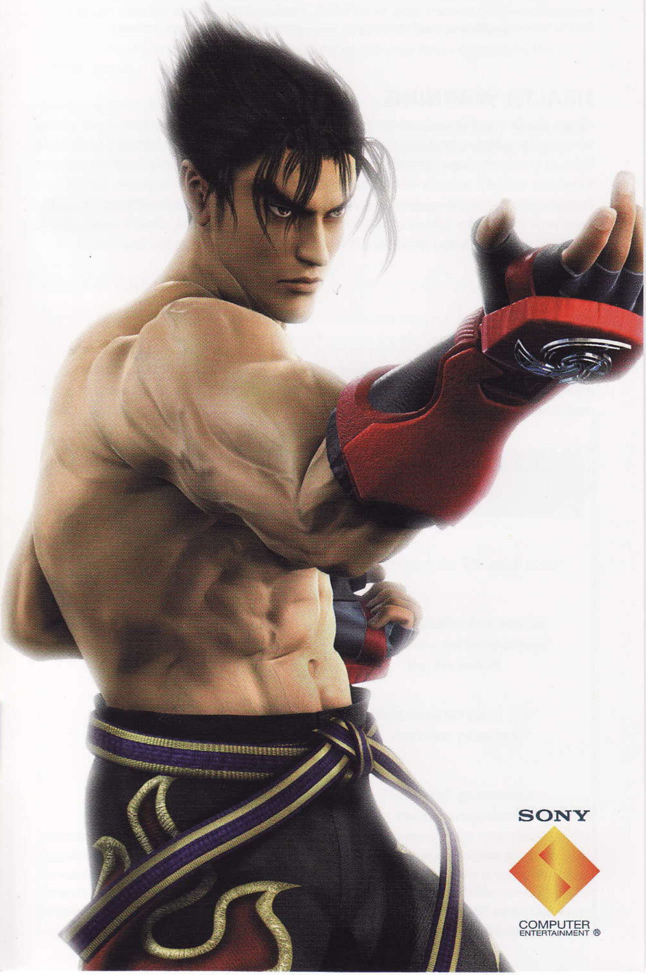
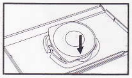
鉄拳 TEKKEN™ DARK RESURRECTION



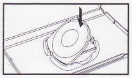
SONY
COMPUTER ENTERTAINMENT®

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

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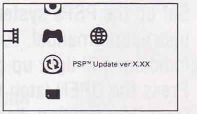
SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

SETTING UP

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Tekken™: Dark Resurrection disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the icon from the Home Menu and then select the ◎ icon. A thumbnail image of the software will be displayed. Select the image and press the ✕ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY-STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved Tekken™: Dark Resurrection data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save Tekken™: Dark Resurrection data will vary depending on the capacity of the Memory Stick Duo™ inserted.

The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB – 128MB	=	128KB
256MB – 2GB	=	224KB

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

PLEASE NOTE: Tekken™: Dark Resurrection supports Ad Hoc Mode, Game Sharing and Infrastructure Mode. For further details, please see the relevant section of this manual.

DIRECTIONAL BUTTONS - MOVEMENT

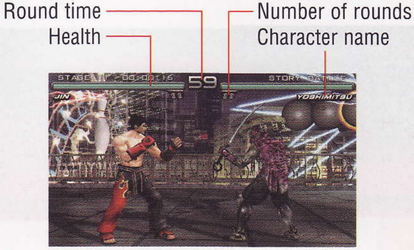
In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen, press the ○ button.

DEFAULT CONTROLS

THE GAMESCREEN



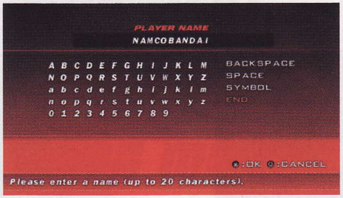
GETTING STARTED

If a Memory Stick Duo™ has not been inserted upon start-up, the Memory Stick Duo™ Screen will be displayed. To continue without saving, highlight and select Yes and a short cinematic sequence will be displayed. Press the START button to bypass this sequence and proceed to the Player Name Menu. To save progress, make sure a Memory Stick Duo™ is inserted into the PSP® system before turning it on.

If a Memory Stick Duo™ is inserted upon start-up, a short cinematic sequence will be displayed. Press the START button to bypass this sequence and proceed to the Player Name Menu.

NOTE: if a Memory Stick Duo™ is inserted that contains previously saved Tekken™: Dark Resurrection data, the Mode Select Menu will be displayed after the cinematic sequence.

PLAYER NAME MENU



Press ↑, ↓, ← or → to highlight letter characters and numbers and press the ✕ button to select a character. Highlight End and press the ✕ button when a name has been entered to proceed to the Select Your Area Menu.

SELECT YOUR AREA MENU

Press ↑ or ↓ to highlight Asia, North America, Europe, South America, Africa or Oceania and press the ✕ button to confirm.

SET GAME DIFFICULTY MENU

Press ↑ or ↓ to highlight Easy, Medium, Hard, Very Hard or Ultra Hard and press the ✕ button to confirm.

NOTE: after selecting the game difficulty, an Auto Save prompt will be displayed. Select Yes to activate the Auto Save feature. Select No to deactivate the Auto Save feature. When the Auto Save feature is active, all progress will be saved automatically. When the Auto Save feature is deactivated, all progress will have to be saved manually through the Options Menu. For further details, please see the Options Menu section of this manual.

Once the Auto Save feature has been turned on or off, a tutorial prompt will be displayed. Select Yes to choose a character and learn the basics of Tekken™: Dark Resurrection. Select No to proceed to the Mode Select Menu.

MODE SELECT MENU

QUICK BATTLE

A Quick Battle is the fastest way to get into a Tekken™: Dark Resurrection match. Press ↑ or ↓ to highlight VS CPU or Team Battle and press the ✕ button to confirm.
A VS CPU battle is a one-on-one contest against a computer-controlled opponent. A Team Battle allows up to 8 fighters to challenge up to 8 computer-controlled opponents in a series of one-on-one contests.

CHOOSE YOUR FIGHTER MENU

After selecting a contest, the Choose Your Fighter Menu will be displayed. Press ⬆, ⬇, ⬅ or ➡ to highlight a character and press the ✕ button to use that character in the upcoming battle.

STORY BATTLE

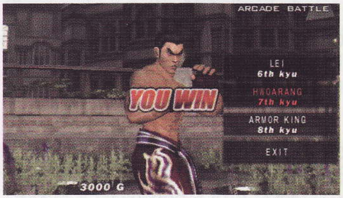
Discover why each character has entered The King of Iron Fist Tournament. Each character has a different story to tell and all will be revealed if they manage to win the tournament. Find out how Heihachi lived to fight again, why Lili is inspired by her family and start to unravel the mysterious entity that is Dragunov.

ARCADE BATTLE

The complete Tekken™: Dark Resurrection arcade game! Start as a beginner with the aim of defeating all challengers and rising up through the ranks.

Select a character and get ready to fight! At the conclusion of each fight, a fighter's rank may increase or decrease depending on the outcome of the contest. "Fight money" will also be awarded depending on the outcome of the fight. A number followed by the letter 'G' will indicate how much fight money was earned. Fight money can be used to customise characters. For further details about customising characters, see the Customise section of this manual.

CHOOSING YOUR NEXT OPPONENT



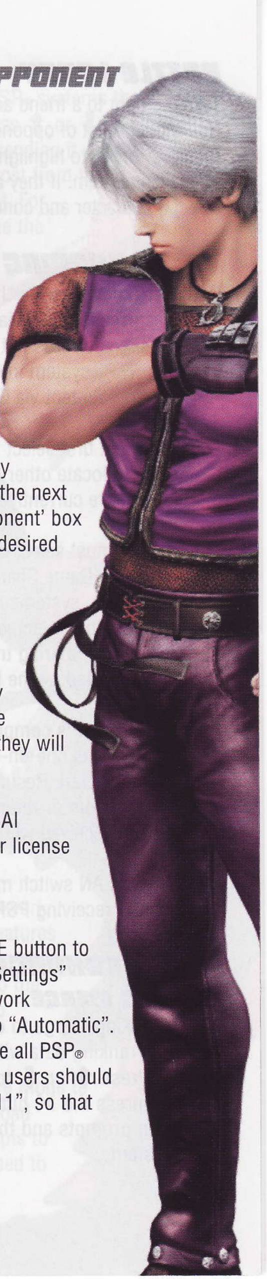
At the end of each battle there is a choice of who to fight next. Three different fighters will be available and may have a high or low rank level. To choose the next opponent, wait for the 'choose your opponent' box to be displayed and simply highlight the desired opponent.

NETWORK

NOTE: the WLAN switch must remain in the ON position when participating in any of the Multiplayer Wireless (WLAN) game modes. If a user loses their connection, they will be disqualified from the session.

Online play is provided by NAMCO BANDAI Games Inc. and is subject to the end user license agreement available at www.tekken-official.jp/tkdrpsp/eula/

Before commencing play, press the HOME button to access the Home Menu, and select the "Settings" icon from the horizontal bar. Select "Network Settings", and then set "Ad Hoc Mode" to "Automatic". If the "Automatic" setting does not enable all PSP® users to establish a connection, all PSP® users should then select either "Ch 1", "Ch 6" or "Ch 11", so that each user is using the same Channel.



BATTLE LOBBY

Take the fight to a friend and compete in Wireless battles via Ad Hoc Mode. A list of opponents will be displayed in the Battle Lobby. Press ↑ or ↓ to highlight an opponent and press the ✕ button to challenge them. If they accept, follow the on-screen prompts to select a character and conditions and get ready to fight!

GAME SHARING

One user (known as the "host") can temporarily transfer Tekken™: Dark Resurrection data via the PSP® system's Game Sharing facility. The receiver is not required to have a PSP®Game inserted into their PSP® system in order to receive Tekken™: Dark Resurrection content via Game Sharing.

The host must first select "Game Sharing" from the Network Menu to attempt to locate other PSP® systems, within a range of 10 metres, that are currently searching for Game Sharing data.

The receiver must select the 🎮 icon from the Home Menu and then select the Game Sharing icon to initiate the data transfer. Once both PSP® systems have connected wirelessly, the receiver should follow the on-screen instructions to send a request to the host. The Game Sharing transfer will commence once the request has been accepted by the host.

Once the transfer is complete, the receiver will be able to fight the host in numerous one-on-one battles. The receiver can terminate their Tekken™: Dark Resurrection session by either switching off their PSP® system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: the WLAN switch must be set to the 'On' position on both the host and receiving PSP® systems.

DATA EXCHANGE

RANKING MERGE

Select Ranking Merge to enter the Data Exchange Lobby and exchange ranking data with other Tekken™: Dark Resurrection players. Press ↑ or ↓ to highlight a player to exchange data with and press the ✕ button to select that player. Follow the on-screen prompts and the data will be exchanged between both PSP® systems.

SEND GHOST

Send previously saved Ghosts to other PSP® systems that have a copy of Tekken™: Dark Resurrection. Press ↑ or ↓ to highlight a Ghost and press the ✕ button to begin sending it. The receiving system must select Receive Ghost from the Data Exchange Menu to receive the Ghost. For further details about receiving Ghosts, see the Receive Ghost section of this manual.

RECEIVE GHOST

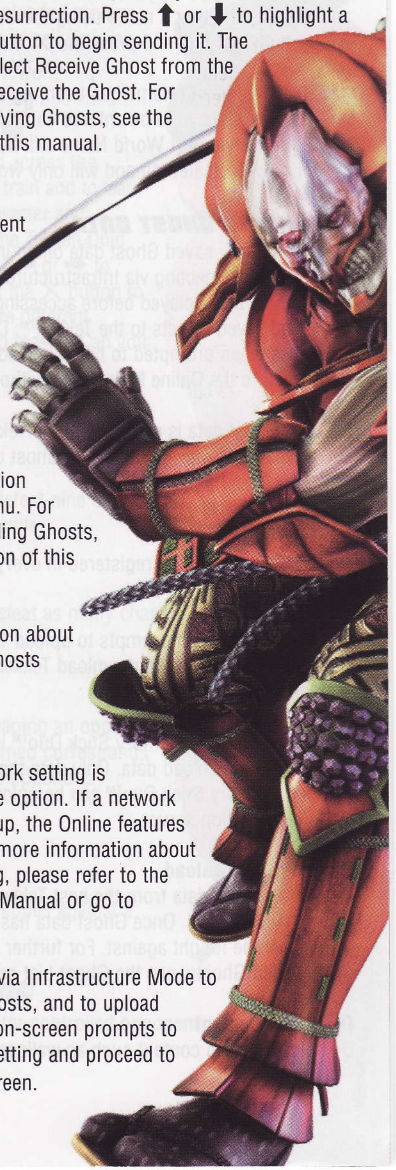
Receive Ghosts that are sent from other PSP® systems that have a copy of Tekken™: Dark Resurrection. Select Receive Ghost to start searching for Ghosts to download. To download a Ghost, another system must be sending a Ghost using the Send Ghost option in the Data Exchange Menu. For further details about sending Ghosts, see the Send Ghost section of this manual.

NOTE: for more information about Ghosts, please see the Ghosts section of this manual.

ONLINE

NOTE: a configured network setting is required to use the Online option. If a network setting has not been set up, the Online features will not be available. For more information about creating a network setting, please refer to the PSP® system Instruction Manual or go to yourpsp.com.

Select Online to connect via Infrastructure Mode to upload and download Ghosts, and to upload ranking data. Follow the on-screen prompts to choose a valid network setting and proceed to the online registration screen.



ONLINE REGISTRATION
At the online registration screen a World Name must be chosen and registered. Enter a name using the virtual keyboard and when happy, highlight End and press the ✕ button.

NOTE: once a World Name has been registered it can not be altered and will have to be entered each time when connecting to the Online network. A World Name will be linked to the PSP® system it was created on and will only work on that PSP® system.

UPLOADING GHOST DATA
If there is newly saved Ghost data on an inserted Memory Stick Duo™ when connecting via Infrastructure Mode, an upload Ghost prompt may be displayed before accessing the Online Main Menu. To upload saved Ghosts to the Tekken™: Dark Resurrection server, select yes when prompted to begin uploading Ghost data. Select no to proceed to the Online Main Menu without uploading any data.

NOTE: if Ghost data is uploaded to the Tekken™: Dark Resurrection server, that data may be used in a 'Ghost download pack.'

ONLINE MAIN MENU
Ranking Update
NOTE: a score must be registered in every mode before a ranking can be created.

Follow the on-screen prompts to upload Tekken™: Dark Resurrection data and to download Tekken™: Dark Resurrection wallpapers and Ghost data.

NOTE: make sure a Memory Stick Duo™ is inserted before trying to upload or download data. Only data that is present on an inserted Memory Stick Duo™ can be uploaded to the Tekken™: Dark Resurrection server.

Ghost Pack Download
Download Ghost data from the best Tekken™: Dark Resurrection players in the world. Once Ghost data has been downloaded these Ghosts can be fought against. For further details about fighting downloaded Ghosts, see the Ghost List section of this manual.

Download Content
Download special content such as wallpapers.

NOTE: some content may have to be unlocked by competing in a Ranking Tournament before it can be downloaded. All uploaded ranking data will be entered automatically into a competition if one is in progress.

TEKKEN DOJO
Visit various dojos located across the solitary island of Gorin to train and to learn special skills. Select a character and difficulty and proceed to the Tekken Dojo Main Menu. Press ⬆, ⬇, ⬅ or ➡ to highlight a dojo and press the ✕ button to enter it. Each dojo will have different matches and challenges to master. Can you beat them all?

ATTACK
TIME ATTACK
Pick a fighter and try to defeat nine different characters as fast as possible.

SURVIVAL
Fight continuously and defeat as many characters as possible.

GOLD RUSH
Earn fight money by damaging an opponent. The amount of money earned corresponds to the damage dealt to an opponent.

PRACTICE
FREESTYLE
Practice moves and techniques against a stationary Mokujin.

VS CPU TRAINING
Practice against a computer-controlled opponent.

TUTORIAL

Learn basic manoeuvres such as movement, attacks and throws.

COMMAND TRAINING

Practice inputting various commands. Use Command Training to practice long and difficult combos.

BONUS GAMES

TEKKEN BOWL

Back by popular demand! Pick a character and try to hit a strike.

COMMAND ATTACK

Successfully execute the commands that appear on-screen as quickly as possible.

PROFILE

EDIT PLAYER NAME

Press ⬆, ⬇, ⬅ or ➡ to highlight letter characters and numbers and press the ✕ button to select a character. Highlight End and press the ✕ button when happy to edit a player name.

CUSTOMISE

Customise characters with fight money that has been earned in Tekken™: Dark Resurrection. Select a character to start the customisation process.

CHARACTER CUSTOMISE MENU

Press ⬆ or ⬇ to highlight one of the following categories: Head, Face, Upper Body, Lower Body, Aura, Colour 1, Colour 2 and Colour 3 and press the ✕ button to select it. Press ⬆ or ⬇ to cycle through the different items available for that category. Use the analog stick to rotate the character and view the item from different angles. Press the ✕ button to buy the highlighted item. An on-screen message will be displayed confirming the purchase. Choose no to cancel the purchase or select yes to confirm the purchase and equip the item.

NOTE: only one item from each category can be equipped at any one time. When an aura is equipped to a character, all items will be removed from that character excluding alternative colour schemes. Items on offer will differ depending on which outfit a character is wearing.

RANKING

PERSONAL RANKING

View various personal rankings.

LOCAL RANKING

View local rankings including data that has been downloaded from other PSP® systems.

WORLD RANKING

View world rankings and the latest uploaded rankings.

CONVENTION RANKING

View various convention rankings and uploaded high score rankings.

GHOST LIST

Manage Ghosts that have been previously saved to Memory Stick Duo™.

NOTE: for further details about Ghosts, please refer to the Pause Menu section of this manual or the Ghosts section of this manual.

MY GHOSTS

Display or delete Ghost data previously saved to Memory Stick Duo™. Press ↑, ↓, ← or → to highlight Ghost data and press the START button to delete it.

FRIENDS' GHOSTS

Display or delete Ghost data that has been received from other PSP® systems. Press ↑, ↓, ← or → to highlight Ghost data and press the START button to delete it.

GHOST PACK

Display or delete Ghosts that have been downloaded via Infrastructure Mode. Press ← or → to cycle between World Pack Ghost data and Special Pack Ghost data. Press ↑ or ↓ to highlight a Ghost and press the × button to play against that Ghost or press the START button to delete that Ghost.

NOTE: Ghost data must have been downloaded via Infrastructure Mode and saved to a Memory Stick Duo™ before they can be fought against. For further details about downloading Ghost data via Infrastructure Mode, please see the Online section of this manual.

THEATRE

MOVIE

Buy and view the prologue and epilogue movies for each character in Tekken™: Dark Resurrection.

NOTE: a character's prologue and epilogue movie will be unlocked for free if that character completes Story Battle.

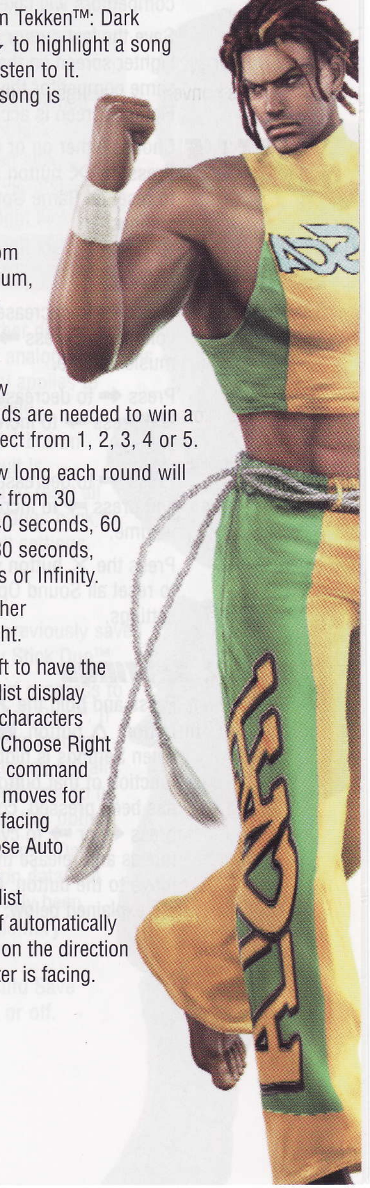
MUSIC

Listen to the soundtrack from Tekken™: Dark Resurrection. Press ↑ or ↓ to highlight a song and press the × button to listen to it. Press the ○ button when a song is playing to stop it.

OPTIONS

GAME OPTIONS

Difficulty Level	Choose from Easy, Medium, Hard, Very Hard and Ultra Hard.
Rounds	Decide how many rounds are needed to win a match. Select from 1, 2, 3, 4 or 5.
Round Time	Decide how long each round will last. Select from 30 seconds, 40 seconds, 60 seconds, 80 seconds, 99 seconds or Infinity.
Start Position	Choose either Left or Right.
Command List Direction	Choose Left to have the command list display moves for characters facing left. Choose Right to have the command list display moves for characters facing right. Choose Auto to have the command list adjust itself automatically depending on the direction the character is facing.



Guard Damage	Choose either on or off. When set to on, competitors will take damage when guarding.
Character Select Cursor	Save the last cursor position on the Choose Your Fighter screen so that the cursor highlights the same competitor the next time the Choose Your Fighter screen is accessed.
Quick Select	Choose either on or off.
Default	Press the × button when Default is highlighted to reset all Game Options back to their default settings.

SOUND OPTIONS

BGM Volume	Press ← to decrease the background music volume and press → to increase the background music volume.
SE Volume	Press ← to decrease the sound effects volume and press → to increase the sound effects volume.
Stage Effects Volume	Press ← to decrease the stage effects volume and press → to increase the stage effects volume.
Default	Press the × button when Default is highlighted to reset all Sound Options back to their default settings.

CONTROL SETTINGS

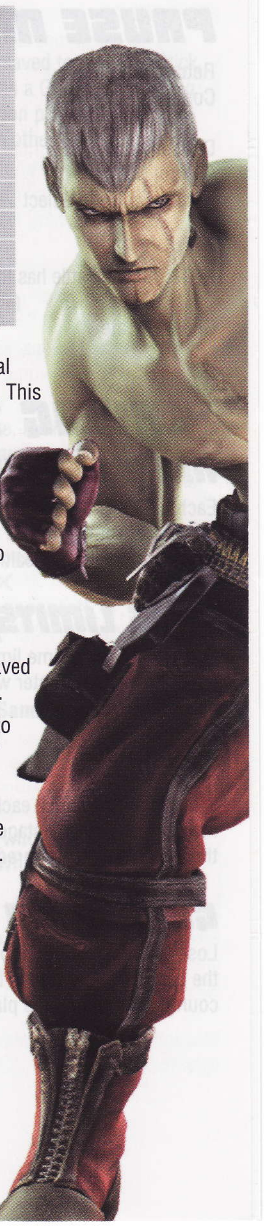
Settings	Press and hold the × button, □ button, ○ button, △ button, L button or R button when Settings is highlighted to change the function of that button. Once the desired button has been pressed, continue to hold it down, press ← or → to cycle through the different moves and release the button to assign that move to the button. Abbreviations of each move are explained below:

LP	Left punch
RP	Right punch
RK	Right kick
LK	Left kick
LP+RP	Left punch + right punch
LK+RK	Left kick + right kick
LP+LK	Left punch + left kick
RP+RK	Right punch + right kick
LP+RK	Left punch + right kick
RP+LK	Right punch + left kick
OFF	Button off

Main Control	Choose either directional buttons or analog stick. This setting only applies to Practice Mode.
Default	Press the × button when Default is highlighted to reset all Control Settings back to their default settings.

SAVE / LOAD

Load Data	Load data previously saved to Memory Stick Duo™.
Save Data	Save current progress to Memory Stick Duo™. If the Auto Save feature has been turned off, all progress will have to be saved using this option.
Delete Save Data	Delete Tekken™: Dark Resurrection data that has previously been saved to Memory Stick Duo™.
Auto Save	Turn the Auto Save feature on or off.



PAUSE MENU

Return To Game	Resume the fight in progress.
Command List	View a list of commands for the current character.
Difficulty Level	Change the difficulty level of the fight.
Control Settings	Adjust the Control Settings.
Return To Mode Select	End the current fight and return to the Mode Select Menu.

NOTE: Arcade Battle has the following option within the Pause Menu.

Ghost Update	Turn on to save the current character's next fight as a Ghost.

PLAYING THE GAME

MATCHES AND ROUNDS

Each match is divided into a set number of rounds. Win a set number of rounds to win the match. To win a round, attack the opponent until their health is depleted.

TIME LIMITS

Each round has a time limit. If both fighters are still standing when time expires, the fighter with the highest health percentage will be declared the winner.

DRAWS

If both fighters knock each other out simultaneously, or if they have the same percentage of health when the time limit expires, the match will be declared a draw.

GAME OVER AND CONTINUE

Lose in Arcade Battle, Story Battle, Time Attack or Gold Rush and the battle will end. Press the START button during the continue countdown to continue playing from the last stage in these modes.

GHOSTS

A character's moves from a battle can be saved to Memory Stick Duo™ and fought against. This is known as a Ghost. Ghosts can be sent to other Tekken™: Dark Resurrection players to fight against. Ghosts can also be received from other Tekken™: Dark Resurrection players and fought against.

CHARACTERS

LILI

Fighting Style: **Street Fighting**
Nationality: **Monégasque**

The only daughter of a wealthy oil magnate, Lili has led a pampered life. Four years ago, Lili was the target of an attempted abduction. Lili struck out wildly and was able to defeat one of her abductors. As a result, Lili realised she had a passion for street fighting.

Ravaging Beauty	(approach opponent from behind) □ + ✕
Autumn Wind	(back towards opponent) ↓, ✕, ○
Angel Heart	↓, ↘, →, △

SERGEI DRAGUNOV

Fighting Style: **Commando Sambo**
Nationality: **Russian**

A member of an elite special forces team who is feared on battlefronts throughout the world as the White Angel of Death.

Stun Gun	→, △, ○
Cougar Maul	→, ○, ↓, ○
Mass Elbow	↓, ↙, ←, △

EDDY GORDO

Fighting style: **Capoeira**
Nationality: **Brazilian**

Eddy was devastated to discover his master, a legendary Capoeira master, at death's door after being released from a long prison sentence. To save him, Eddy must enter The King of Iron Fist Tournament.

Barbed Wire Infinite	
Upside Down Kick	↙, ○ ← ○
Jumping Jacks Mirage	↗ × ×
Boomerang	→, → (hold), × + ○

BAEK DOO SAN

Fighting Style: **Tae Kwon Do**
Nationality: **Korean**

Baek was on his way home from teaching a Tae Kwon Do class when he was attacked and lost consciousness. When Baek awoke, he was in a military hospital and had been in a coma for over a year.

Stealth Needle	←, □
Hunting Hawk	↗ × ○ ×
Last Resort	←, ← (hold), × + ○

MOKUJIN

Fighting Style: **Mokujin Ken**
Nationality: **Unknown**

Mokujin was a wooden dummy used to train martial artists. Two years ago Mokujin started to move but ceased moving after Ogre was defeated by Jin Kazama. Will Mokujin ever be free?

Mokujin randomly selects a character's move set at the start of each round.

RAVEN

Fighting Style: **Ninjutsu**
Nationality: **Unknown**

Raven is known as one of world's most skilled and ruthless agents. Other than the x-shaped scar on his face, little is known about him.

Orbiting Moon	(approach opponent) ↘, □ + ○
Quicksand	(while crouching) ↘, ↓, ↘ (hold), × + ○
Pandora Spin	↖, ←, × + ○

ASUKA KAZAMA

Fighting Style:
Kazama Style Traditional Martial Arts
Nationality: **Japanese**

Asuka has received training in Kazama Style Traditional Martial Arts her whole life. Born with a strong sense of justice, Asuka was well known around Osaka for breaking up fights in the neighbourhood.

Falling Tower	↘, □, △
Spinning Heel Drop	→, × (hold)
Leg Cutter	↙, ○, ○, ○

FENG WEI

Fighting Style: **Chinese Kenpo**
Nationality: **Chinese**

Feng Wei continues training on his path to become the strongest fighter alive. As a young boy, he trained under a Kenpo master who was so skilled he was known as Shinken, or one who possesses 'divine fists'.

Dancing Dragon	(while rising) □, △, □
Severing Sword	→, →, →, ×
Falcon's Beak	←, →, □

GANRYU

Fighting Style: **Sumo**
Nationality: **Japanese**

Ganryu established a sumo dojo in Hawaii as part of his plan for a luxurious retirement. He entered The King of Iron Fist tournament to win the heart of a lady he once admired.

Tsuri Dashi	(approach enemy) →, →, □ + ○
Choke Slam	(approach enemy) →, →, △ + ✕
Sumo Pop	←, ↙, ↓, ↘ (hold), □

WANG JINREI

Fighting Style: **Xing Yi**
Nationality: **Chinese**

Long ago, Wang had a close friend from a distant land...Jinpachi Mishima. Just as the world was about to be engulfed in the flames of war, his friend vanished. Will Wang find him at The King of Iron Fist Tournament?

Giant Slayer	↓, ✕, ○
Triple Spin Low	○, ○, ↓, ○
Heavy Power Punch	↓, ↘, →, △

ARMOR KING

Fighting Style: **Wrestling**
Nationality: **Unknown**

Behind the steel armour and black jaguar mask is the mysterious masked wrestler known as Armor King. Who is he and what does he seek?

Dark Elbow Hook	→, △, □
Burning Knuckle	↗, □ + △, ↓ (hold)
Armor King Driver	(while crouching) ↙, ↓, ↙ (hold), □ + △

ANNA WILLIAMS

Fighting Style: **Assassination Arts**
Nationality: **Irish**

Sister and rival of Nina Williams, Anna had been leading a dull and boring life since the disappearance of her sister. That all changed one day when she received a phone call from Nina…

Imploding Star	→, ○
Uppercut Jab to Radiant Arch	↘, □, △, ✕
Treading Water	→, → (hold), ✕, ○, ✕

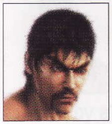
CRAIG MARDUK

Fighting Style: **Vale Tudo**
Nationality: **Australian**

Craig Marduk was infuriated over his loss to King in the previous tournament. After being released from the hospital, he endured a harsh training regimen which enabled him to hone his body into the ultimate weapon.

Double Thruster	→, □ + △
Hook Smash Combo	→, △, ↓, □
Gorilla Rush	↘, ✕, ↘, □, △

MARSHALL LAW



Fighting Style: **Martial Arts**
Nationality: **American**

A martial arts master and expert chef, Marshall is in need of money after his restaurant went out of business. His only hope is winning The King of Iron Fist Tournament.

High Kick to Somersault	✕, ○
Triple Dragon's Breath	✕, ✕, ✕, ○
Dragon Rush Combo	←, △, ✕, ↓, ○

HWOARANG

Fighting Style: **Tae Kwon Do**
Nationality: **Korean**

Hwoarang completed his military service within two months and then entered the King of Iron Fist Tournament 5 eager for a rematch with Jin.

Rejector	□, △, ➡, ✕
Right Jab Side Kick	△, ➡, ✕
Total Outrage	✕, ✕, ✕, ○, ○

KING

Fighting Style: **Wrestling**
Nationality: **Mexican**

King, a masked wrestler who inherited the spirit of two champions. Upon returning home from The King of Iron Fist Tournament 4, King heard that Marduk had started to wear a black jaguar mask. Now King wants revenge.

Brutal Sting	□ + △, ✕
Jaguar Step to Mid Kick	✕ + ○, ↘, ○
Reverse Special	
Stretch Bomb	(approach enemy) ➡, ↘ (hold), □ + △

HEIHACHI MISHIMA

Fighting Style:
Mishima Style Fighting Karate
Nationality:
None (formerly Japanese)

After his loss in The King of Iron Fist Tournament 4, Heihachi was confronted by a group of JACKs. Heihachi was caught in an explosion when the JACKs self detonated.

Demon Executioner	□, △, △, □ + △
Twin Pistons	↘, □, △
Tenma Destroyer	⬅, ➡, △, □

CHRISTIE MONTEIRO

Fighting Style: **Capoeira**
Nationality: **Brazilian**

Christie Monteiro is the granddaughter of a legendary Capoeira master who only has a few months to live. She must fight to save him.

Back Handspring to Handstand Kick	✕ + ○, ✕
Conbinaso Mao	↘, □, □
Lunging Brush Fire	➡, ➡ (hold), ✕

PAUL PHOENIX

Fighting Style: **Judo Based Martial Arts**
Nationality: **American**

Reflecting on his loss in The King of Iron Fist Tournament 4, Paul realised that he had forgotten some important lessons and decided to start his training from scratch to rediscover what he had lost.

Quick PK Combo	➡, △, ✕
Lion's Roar	↘, □, □, △
Riptide	⬇, ↘, ➡, □ + △

JACK-5

Fighting Style: **Brute Strength**
Nationality: **Unknown**

Created by a scientist named Jane, JACK-5 is the most advanced JACK yet. The King of Iron Fist Tournament is the perfect place to test out the latest JACK model.

High and Low Cross Cut	➡, □ + △, □ + △
Machine Gun Blast	↙, □, □, □, △
Megaton Blast	⬅, ↙, ⬇, ↘ (hold), △

BRUCE IRVIN

Fighting Style: **Kickboxing**
Nationality: **American**

Bored of working as a mercenary, Bruce decided to enter The King of Iron Fist Tournament.

Cobra Sword	○, →
Triple Kick Rush	→, ○, ×, ○
Tornado Upper	(while crouching) ↘, ↓, ↘ (hold), □

ROGER JR.

Fighting Style: **Commando Wrestling**
Nationality: **None**

Roger Jr. is part of a second generation of kangaroos that were genetically altered and bred for military use. After the disappearance of his father, Roger Jr. decided to enter the Tournament, hoping it would provide clues to his father's whereabouts.

Double Spin	
Animal Sweep	□ + △, ○
One Two Uppercut	→, □, △, ↘, □
Animal Kick Rush	↙, ○, ×, ○, ×, ○

LEI WULONG

Fighting Style: **Five Form Based Chinese Martial Arts**
Nationality: **Chinese**

Super detective Lei Wulong once again made headlines after arresting several members of the Syndicate at the close of The King of Iron Fist Tournament 4. Lei has entered The King of Iron Fist Tournament 5 convinced that the perpetrator of his latest investigation will be there.

Hook Punch to Spiral Upper	□ + △, △
Floating Lotus	→, → (hold), ×, ○
Beating Kick Mid Combo	→ (hold), ○, △, □, △, ○

NINA WILLIAMS

Fighting Style: **Assassination Arts**
Nationality: **Irish**

Her past still shrouded in mystery, Nina continued her life as a contract assassin. Upon meeting up with sister, Anna, the two engaged in a fierce gun battle. Will they settle this feud at The King of Iron Fist Tournament?

Blonde Bomb	→, □ + △
Bermuda Triangle	□, △, ○
Double Explosion 1	□, △, → (hold), □ + △

STEVE FOX

Fighting Style: **Boxing**
Nationality: **British**

After the mystery behind his birth was revealed during The King of Iron Fist Tournament 4, Steve Fox began preparing for the next tournament, with the hope of destroying the Mishima Zaibatsu.

Double Jab Straight	□, □, △
Double Stinger	×, □, □
Ducking Psyche-out Body	→, △, □, △

KAZUYA MISHIMA

Fighting Style: **Mishima Style Fighting Karate**
Nationality: **Japanese**

Son of Heihachi Mishima, Kazuya is the carrier of the devil gene. During The King of Iron Fist Tournament 4, Kazuya suffered a defeat at the hands of Heihachi and later Jin at Honmaru. Kazuya has entered the King of Iron Fist Tournament 5 to exact revenge on all those who betrayed him.

Agony Spear	×, □, ○
Soul Annihilator	→, □ + △, →, △
Demon's Wrath	←, ×, □, ○, □

LING XIAOYU

Fighting Style: **Various Chinese Martial Arts**
Nationality: **Chinese**

Ling Xiaoyu is a high school student who is on a personal mission to save the Mishima family. In the previous tournament, Xiaoyu was saved from the evil plans of Heihachi by Yoshimitsu, who taught her the history of the Mishima family.

April Showers	△, □
Street Sweeper Combo	↓, ✕, ○
Fire Dancer	(while crouching) ✕, △, □, ○

JIN KAZAMA

Fighting Style: **Karate**
Nationality: **Japanese**

After the gruelling battle between Kazuya and Heihachi Mishima, Jin fled Honmaru and was overwhelmed by an evil presence...the devil gene! With little time left before it completely consumes him, Jin begins his journey, guided only by fate.

Left Right Axe Kick	□, △, ✕
Thrust to Roundhouse	↘, □, ○
Evil Intent	←, →, △, □, △

LEE CHAOLAN

Fighting Style: **Martial Arts**
Nationality: **Chinese**

The adopted son of Heihachi and rival of Kazuya Mishima, Lee is determined to settle the score with Kazuya in the tournament and claim the Mishima Zaibatsu.

Hammer Kick Combo	✕, ✕
Revolution Zwei	→, △, ✕
Acid Storm	→, ✕, ✕, ✕, ✕, ✕, ○

JULIA CHANG

Fighting Style: **Xing Yi Based Kung Fu**
Nationality: **American**

Julia Chang continues her research into forest rejuvenation. In order to fund her research, Julia decides to enter the The King of Iron Fist Tournament.

Machine Gun High Kick	□, △, ○
Raging River	→, → (hold), □ + △
Buffalo Charge	□ + △, ○, ←, →, □ + △

YOSHIMITSU

Fighting Style: **Advanced Manji Ninjutsu**
Nationality: **None (formerly Japanese)**

Yoshimitsu, head of the Manji Party, plans to use money from winning the tournament to help the starving people of the world. He also seeks revenge against Bryan for killing members of his party.

Prison Gate	→, □ + △
Kamikaze Feint	→, ✕ + ○, ←
Soul Possession	(approach enemy) ↓, ↙, ←, → (hold), △

BRYAN FURY

Fighting Style: **Kickboxing**
Nationality: **American**

Once human but now a cyborg, Bryan has entered The King of Iron Fist Tournament to test out his newly installed perpetual power generator and to finish Yoshimitsu.

One Two High Kick	□, △, ○
Right Left to Knee	→, △, □, ○
Run For Cover	←, ✕, △, □, ○

PANDA

Fighting Style:
Heihachi Style Advanced Kuma Shin Ken
Nationality: **None**

Pet and bodyguard of Ling, Panda has been worrying about Ling since the conclusion of The King of Iron Fist Tournament 4. Panda tried to locate Jin to cheer Ling up but was unable to find him.

Bear Hammer	□, □, □
Bear Double	
Hop Kick Combo	⬈, ×, ○, □ + △
Grizzly Claw	⬅, ⬋, ⬇, ⬊ (hold), △

KUMA

Fighting Style:
Heihachi Style Advanced Kuma Shin Ken
Nationality: **None**

Loyal pet of Heihachi, Kuma finally accomplished his goal of defeating Paul in The King of Iron Fist Tournament 4. However, Kuma's happiness was brought to an abrupt end with the supposed death of his master Heihachi.

Deadly Claw	⬅, □ + △
Salmon Hunter	⬅, ➡, △ + ×
Rushing Uppercut R	⬊ (hold), △, □, △, □

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